

Claims 17 and 21 Read On the Elected Species

The Examiner issued an Election of Species between: (1) a *mechanical* switch and (2) a software routine. **Claim 17** calls for a "switch" which is generic to a software switch or a mechanical switch. Claim 17 does not call for a "mechanical switch". Although a "switch" can be an electromechanical device, it can also be a computer or software routine. The Microsoft Computer Dictionary, Fifth Edition (2002), defines "switch" as:

switch *n.* ... 3. In communications, a computer or electromechanical device that controls routing and operation of a signal path. ...

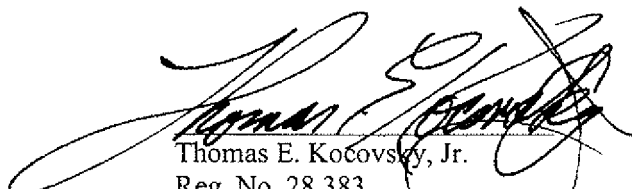
The applicant encloses a copy of the entire definition of "switch" in the attached Exhibit. It will be noted that none of the definitions specifically limit a switch to a mechanical device, and that many of the definitions are software-based. Accordingly, it is submitted that claim 17 is generic to both a mechanical switch and a software routine.

Moreover, it is submitted that **claim 21**, which depends from claim 17, is clearly directed to elected Species 2. The fact that both claim 21 directed to the elected species, as well as claims which were withdrawn as being specific to the non-elected species emphasizes that claim 17 is generic.

The applicant hereby requests that this Petition be granted and that the Examiner be directed to examine all claims of elected Species 2 including claims 17 and 21.

Respectfully submitted,

FAY SHARPE LLP



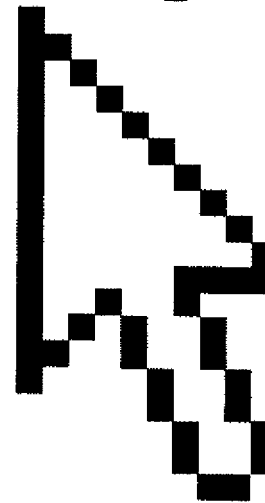
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Micro

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cations of its principles have been evidenced in communications networks, and robotics. *See also* artificial intelligence, robotics.

Swatch *n.* Short for Simple **W**atcher. A UNIX log monitoring and alarm program. Swatch filters system log data as specified by the user, forwarding only important data. Swatch also looks for patterns of changes made in the log file and alerts the user to system problems as they occur.

swim *n.* A condition in which images slowly move about the positions they are supposed to occupy on screen.

SWING set *n.* A library of Java GUIs that run uniformly on any native platform that supports the Java Virtual Machine (JVM). Swing Set components have largely supplanted Sun Microsystems's Abstract Window Toolkit. *See also* Abstract Window Toolkit, graphical user interface, Java Virtual Machine.

switch *n.* 1. A circuit element that has two states: on and off. 2. A control device that allows the user to choose one of two or more possible states. 3. In communications, a computer or electromechanical device that controls routing and operation of a signal path. 4. In networking, a device capable of forwarding packets directly to the ports associated with particular network addresses. *See also* bridge, multilayer, router. 5. In operating systems such as MS-DOS, an argument used to control the execution of a command or an application, typically starting with a slash character (/).

switch box *n.* An enclosure that contains a selector switch. When a user selects a switch setting, the signal passing through the box may be directed either from a single input to one of multiple outputs, or from the selected input to a single output. Switch boxes are often used to connect multiple peripherals, such as printers, to a single port.

switched configuration *n.* A communications link in which a signal moves from the origin to a switch that routes the signal to one of several possible destinations. *Compare* point-to-point configuration.

switched Ethernet *n.* An Ethernet network run through a high-speed switch instead of an Ethernet hub. A switched Ethernet involves dedicated bandwidth of 10 Mbps between stations rather than a shared medium. *See also* Ethernet (definition 1), switch (definition 3).

switched line *n.* A standard dial-up telephone connection; the type of line established when a call is routed through a switching station. *Compare* leased line.

Switched Multimegabit Data Services *n.* *See*

switched network *n.* A communications network that uses switching to establish a connection between stations, such as the dial-up telephone system.

Switched T1 *n.* A circuit-switched form of T1 communications. *See also* T1.

switched virtual circuit *n.* *See* SVC.

Switcher *n.* A special Macintosh utility that allows more than one program to be resident in memory at the same time. Switcher was made obsolete by MultiFinder. *See also* MultiFinder.

switching *n.* A communications method that uses temporary rather than permanent connections to establish or to route information between two parties. In the telephone network, for example, a caller's line goes through a switching center, where the actual connection is made to the called party. In computer networks, message switching and packet switching allow any two parties to exchange information. In both instances, messages are routed (switched) through intermediary stations that together serve to connect the sender and the receiver.

switching hub *n.* A central device (switch) that connects separate communication lines in a network and routes messages and packets among the computers on the network. The switch functions as a hub, or PBX, for a local network. *See also* hub, packet (definition 1), PBX, switch (definition 3), switched Ethernet, switched network.

switching speed *n.* In a packet-switching telecommunications technology, such as ATM, the speed at which packets are sent through the network. Switching speed is generally measured in kilobits or megabits per second. *See also* ATM (definition 1), packet switching.

SYLK file *n.* Short for symbolic linkfile. A file constructed with a proprietary Microsoft format, used primarily for exchanging spreadsheet data in such a way that formatting information and intercellular data relationships are preserved.

symbol *n.* In programming, a name that represents a variable, an absolute value, or a memory address (relative or absolute). *See also* identifier, operator (definition 1).

symbol font *n.* A special font or typeface that represents characters normally accessible from the keyboard using alternative characters used as symbols, such as scientific, linguistic, or foreign-alphabet characters.